THE WITCHER

HOMEBREW

Slay monsters using a variety of tools with this new class in the world´s greatest roleplaying game

WITCHER

A man in dark leather armor eases his longsword in its scabbard as he follows a track of bestial foot prints in the night. His cat-like eyes glow a soft yellow in the moonlight, allowing him to see into the mouth of the dark cave where the creature has its lair. He drinks a cat potion and draws his longsword as he enters the cave, now clear as day to his eyes.

Dancing away from the swipe of a werewolf´s deadly claw, a lithe elf expertly strikes with his silvered longsword. After finally uncovering which villager was infected with lycanthropy, the experienced cat witcher intends to end the string of brutal attacks, and earn his pay.

Deftly moving her fingers in a specific gesture, a griffin witcher sends an aard blast at a swarm of ghouls. The respite gives her enough time to pull a deadly grapeshot bomb from her bag and throw it at the undead swarm´s midst. She then levels her blade, charging in to finish off the pack.

Using different approaches, all of these are monster hunters in their own right. Mutated by the Trial of the Grasses and trained in swordplay, magic and alchemy, witchers hunt monsters that make ordinary men flee in terror.

PROFESSIONAL MONSTER HUNTERS

As professionals in a deadly trade, witchers have a healthy estimation of their talents´ worth. When determined villagers or herbal remedies fail to drive out a monster, those in need will pool their gold and post a contract or spread the word. These jobs are the lifeblood of witchers, and they spend most of their time roaming, searching for the next contract.

It´s a life that might seem care-free and enviable to some, but it involves facing down many a terrifying beast. And though they are long-lived, very few witchers die in their beds.

WANDERING OUTCASTS

To some, a man or woman who kill mythical creatures for a living is heroic and admirable. To others, they are as close to monsters as the creatures they hunt. Most common people live simple and uneducated lives, and that ignorance can quickly lead to fear when faced with the strange and unknown.

For those, a witcher is an an unfamiliar creature, deadly and unreliable. When they need to hire one, they do it grudgingly, seeing it as a necessary evil. Witchers are often met with a cold shoulder when people see white hair frame a young face, or cat-like eyes on a grizzled woman. This disdain causes witchers to seldom linger in one place for too long, quickly saddling up and wandering on, looking for their next contract.

Some witchers, especially younger ones, will often seek out the company of other traveling adventurers on a similar path. The strength of a group can be invaluable when faced with terrible dangers. If a witcher has a particularly hard time avoiding attention, being in an adventuring group of diverse people can lessen the wide-eyed stares and quiet whispers behind their backs.

CREATING A WITCHER

When creating your witcher, the most important aspect to consider is where and how you received your training. Did you attend a well-known school from a young age, selected for the harsh training? Did you encounter a travelling witcher who decided to take you on as a student? Or maybe you went to a school of your own volition when you came of age, drawn to the life of a professional monster hunter?

Furthermore, confer with your DM about what place the witchering trade and witchers have in your world. Are the schools common and well known? Are witchers respected, feared or tolerated? These questions will impact how you interact with the world.

WITCHER

Witcher Level	Proficiency Bonus	Class Features	Sign Die Size	Sign Dice	Alchemical Items Known
1st	+2	Monster Hunter, Trial of the Grasses, Hand Signs	d4	2	-
2nd	+2	Fighting Style, Alchemy	d4	2	4
3rd	+2	Witcher School	d4	3	4
4th	+2	Ability Score Improvement	d4	3	4
5th	+3	Extra Attack, Witcher Rituals	d6	3	5
6th	+3	Witcher School Feature	d6	3	5
7th	+3	Hardened Resolve, Keen Hearing and Smell	d6	4	5
8th	+3	Ability Score Improvement	d6	4	6
9th	+4	Greater Potion	d8	4	6
10th	+4	Witcher School Feature	d8	4	6
11th	+4	Slayer	d8	5	7
12th	+4	Ability Score Improvement	d8	5	7
13th	+5	Accelerated Recovery, Blindsight	d10	5	7
14th	+5	Witcher School Feature	d10	5	8
15th	+5	Superior Potion	d10	6	8
16th	+5	Ability Score Improvement	d10	6	8
17th	+6	Relentless	d12	6	9
18th	+6	Witcher School Feature	d12	6	9
19th	+6	Ability Score Improvement	d12	7	9
20th	+6	Greater Mutations	d12	7	10

QUICK BUILD

You can make a witcher quickly by following these suggestions. First, make Strength or Dexterity your highest ability score, depending on whether you want to focus on Strength-based melee weapons or on finesse weapons. Your next-highest score should be Constitution for survivability, or Intelligence if you want more powerful hand signs and alchemical items. Second, choose the folk hero background.

OPTIONAL RULE: MULTICLASSING

If you use the multiclassing rule from the Player's Handbook, here's what you need to know if you take a level in witcher.

Ability Score Minimum. You must have at least a 13 in either Strength or Dexterity, and a 13 in Intelligence to take a level in this class, or to take a level in another class if you are already a witcher.

Proficiencies. If witcher isn't your initial class, you gain proficiency with light armor, medium armor, simple weapons and martial melee weapons, and crossbows.

CLASS FEATURES

As a Witcher, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per witcher level
Hit Points at 1st Level: 10 + your Constitution modifier
Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per witcher level after 1st

PROFICIENCIES

Armor: light armor, medium armor
Weapons: simple weapons, martial melee weapons, crossbows
Tools: alchemist's supplies

Saving Throws: Constitution, Intelligence
Skills: Choose two from Arcana, Athletics, Investigation, Medicine, Nature, Perception, Religion or Survival.

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) scale mail or (b) leather armor
- (a) a steel longsword and a silver longsword or (b) one martial weapon and one silvered martial weapon
- (a) light crossbow and 20 bolts or (b) two handaxes
- (a) a monster hunter's pack (CoS) or (b) an explorer's pack

MONSTER HUNTER

Beginning at 1st level and again at 6th level, you gain proficiency in one skill of your choice from among: Arcana, Investigation, Nature and Religion.

Also, you can spend at least an hour researching lore, investigating clues or interrogating witnesses regarding a creature type (or up to two races of humanoids). If you do, you may add double your proficiency bonus to Wisdom and Intelligence checks (with skills you are proficient in) that relates to one or more creatures of that type.

This benefit lasts for 1 week, and you can only have it against one creature type (or two humanoid races) at a time.

TRIAL OF THE GRASSES

At 1st level, you have survived the Trial of the Grasses, a brutal transformation process using chemicals and elixirs. Consequently, your body mutates, giving you the following benefits.

- You age at a quarter of the speed you normally would.
- You gain darkvision out to a range of 30 feet. If you already have darkvision, its range increases by 30 feet.
- You have resistance against poison damage and advantage on saving throws against being poisoned or diseased.
- You have advantage on Constitution saving throws against exhaustion.

PHYSICAL CHANGES

Even if your body survived the Trial of the Grasses, it is invariably scarred. Roll twice or choose two of the following changes from the table below.

d6	Change
1	Your hair loses all pigment, turning it white.
2	Your pupils turns vertical and your eyes glow yellow in the dark.
3	Your core temperature permanently drops and your skin pales.
4	Your emotions become numb, making it rare or difficult for you to have strong emotional reactions.
5	Your reproductive system has been damaged, leaving you infertile.
6	All the hair follicles in your body are dead, causing you to lose all hair.

HAND SIGNS

Also at 1st level, you´ve learned a rudimentary form of magic, allowing you to quickly produce magical effects through hand signs, fueled by sign dice.

Hand Signs. You learn two hand signs of your choice, detailed under "Hand Signs" below. Casting a sign requires a bonus action unless stated otherwise, somatic components and a sign die. You learn one additional hand sign of your choice at 4th, 8th, 12th and 16th level in this class.

Sign Dice. You have two sign dice, which are d4´s. As you gain witcher levels, you gain more sign dice, and your sign dice increase in size, as indicated in the Sign Dice column of the witcher table. You regain all expended sign dice after a short or long rest.

Saving throws. Some hand signs require a saving throw to resist its effect. The saving throw DC is calculated as follows:

Sign Save DC = 8 + your proficiency bonus + your Intelligence modifier

FIGHTING STYLE

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take the same Fighting Style option more than once, even if you get to choose again later.

ARBALIST

You ignore the loading quality of crossbows and you have a +2 bonus to attack rolls you make with crossbows. This bonus does not stack with the Archery fighting style.

DEFENSE

While you are wearing armor or wielding a shield, you gain a +1 bonus to AC.

DUAL WIELDER FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack. Also, you can make the second attack as part of the Attack action, instead of using your bonus action.

VERSATILE FIGHTING

When wielding a versatile weapon with two hands you gain a +2 bonus to damage rolls with that weapon. When wielding a versatile weapon with one hand you gain a +2 bonus to attack rolls with that weapon.

ALCHEMY

Also at 2nd level, you learn a number of alchemical items, listed under "Alchemy". When you gain this feature, pick four alchemical items to learn, choosing from the "Alchemy" section. You learn additional items of your choice when you reach certain levels in this class, as shown in the Alchemical Items Known column of the Witcher table.

After a long rest, you can produce two items. The number of items you can produce after a long rest increases to three at 7th level, and again to four at 14th level in this class.

They last until used or until the end of your next long rest. A non-witcher that drinks a potion gains no effect from it. A single potion´s effect does not stack with itself during its duration. Ingesting a potion or applying blade oil requires a bonus action, while throwing a bomb takes an action. Creating these items requires you to have alchemist's supplies on your person and one empty flask per potion.

Saving throws. Some alchemical items require a saving throw to resist its effect. The saving throw DC is calculated as follows:

Alchemy Save DC = 8 + your proficiency bonus + your Intelligence modifier

Witcher School

At 3rd level, you choose a school of training that best represents your style of monster hunting: Bear, Cat, Crane, Griffin, Manticore, Viper or Wolf. Your witcher school grants you features at 3rd level and again at 6th, 10th, 14th and 18th level.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. Alternatively, you can choose a feat.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Witcher Rituals

Your knowledge of grim magic allows you to break curses and counteract necromancy. Also at 5th level, you can cast *gentle repose* and *remove curse* as rituals. If the target of *remove curse* is a creature that is charmed or possessed, you can end the effect as part of the ritual.

Hardened Resolve

When you reach 7th level in this class, the terrible monsters you´ve faced have hardened your resolve. You gain proficiency in Wisdom saving throws and you have advantage on saving throws against being charmed or frightened.

If you already have this proficiency, you gain proficiency in Charisma saving throws instead.

Keen Hearing and Smell

Also at 7th level, you gain enhanced senses. You have advantage on Wisdom (Perception) checks that rely on hearing or smell.

Greater Potion

With increased knowledge of alchemy, you can create more powerful potions. These potions have a duration of 1 minute and follow the rules of Alchemy. At 9th level, when you create alchemical items after a long rest, you also create one of the following:

Werewolf Decoction. Enhances speed and vigor. Your walking speed doubles, you have advantage on Dexterity saving throws and you don´t provoke opportunity attacks.

Stoneskin. Grants potent defensive properties. You gain resistance to bludgeoning, piercing and slashing damage.

Shrike. Bestows highly increased combat capability. When you take the Attack action, you can make an additional attack.

Slayer

At 11th level, your rigorous training and fighting skill gives a deadly edge to your attacks. You gain a bonus to your weapon damage rolls equal to your proficiency bonus.

Accelerated Recovery

At 13th level, enhanced regeneration from mutations lets you recover faster from exertion. When you finish a long rest you regain all of your Hit Dice, instead of only half.

Also, whenever you finish a short rest, your exhaustion level, if any, is decreased by 1.

Blindsight

Also at 13th level, your keen senses improve further. So long as you are not deafened, you have blindsight with a range of 30 feet.

Superior Potion

Further deepening your understanding of alchemy, you are able to create highly potent potions. These potions have a duration of 1 minute and follow the rules of Alchemy. At 15th level, when you create alchemical items after a long rest, you also create one of the following:

Blizzard. Greatly improves reaction speed. You can take one reaction on every turn in combat, and when you are hit by an attack, you can use your reaction to add your proficiency bonus to your AC for that attack.

Wolven Hour. Your gain singular focus and killing instinct. You have advantage on weapon attack rolls against any creature that doesn't have all its hit points.

Zephyr. Your movements become blurringly fast and jarring to the eye. Attack rolls have disadvantage against you so long as your speed is not 0 or you are incapacitated. Also, any time you would move, you can instead teleport that distance, leaving behind a silvery-blue afterimage.

Relentless

At 17th level, your magical energy becomes so innate as to always be available. When you start your turn with no sign dice remaining, you immediately regain an expended sign die.

Greater Mutations

When you reach 20th level in this class, mutations from your trial and grueling training has made profound changes in your physiology. You gain the following benefits:

- You gain immunity to poison damage, disease and the poisoned condition.
- Your Strength, Dexterity and Constitution scores increase by 2. Your maximum for those scores is now 22.
- When you make a Strength, Dexterity or Constitution saving throw, you can treat a d20 roll of a 9 or lower as a 10.

HAND SIGNS

The presented signs are the magical effects witchers can produce through quick hand signs.

Aard. You thrust you hand forward and cause a blast of telekinetic force. Each creature in a 15-foot cone must make a Strength saving throw, taking force damage equal to one sign die and is pushed back 10 feet on a failed save. On a successful saving throw it takes half as much damage and isn´t pushed back. Nonmagical flames in the area are extinguished.

Igni. You release a burst of flames from your hand. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes fire damage equal to two sign dice on a failed save, or half as much damage on a successful one. A flammable object in the area ignites if it isn´s being worn or carried.

Quen. A fluid finger movement that covers you in a protective magical layer. You gain temporary hit points equal to one sign die + your Intelligence modifier for 1 hour.

Axii. A sign meant to confound faculties. Whenever you make a Wisdom (Animal Handling), Charisma (Deception) or Charisma (Persuasion) check directed at only one creature, you can expend a sign die as part of that check and add it to the roll. You can use this hand sign after you roll, but before you know whether you succeed or fail.

Heliotrop. A defensive sign capable of rebuffing attacks entirely. Whenever you are hit by an attack, physical or magical, you can use your reaction to cross your wrists and summon a magical barrier against the source. You expend a sign die and add it to your Armor Class against that attack, potentially causing it to miss.

Yrden. Holding your hand towards a point on the ground within reach, you expend a sign die and create a 15 foot radius circle of runes centered on that point that lasts for 1 minute. Creatures except you and your allies treat the circle as difficult terrain. Creatures can´t benefit from the Incorporeal Movement or Shapechanger traits while in its area, and creatures on the Ethereal Plane are treated as if they are not.

ALCHEMY

POTIONS AND OIL

Maribor Forest. Heightened vigor lightens your step. Your speed increases by 10 feet for 1 hour.

Earth Elemental Decoction. Your skin toughens and becomes gnarly, giving you a +2 bonus to AC for 1 minute.

Thunderbolt. Increased strength and adrenaline release enhances your combat prowess. For 1 minute, you gain a +1 bonus to attack and damage rolls with weapon attacks.

White Raffard. A restorative potion that closes wounds and quickens healing. You regain hit points equal to 1d6 + your witcher level.

Cat. For 1 hour, the range of your darkvision increases by 30 feet and you can see in darkness as if it were bright light.

Petri´s Philter. The first time you would roll sign dice for a hand sign within 1 minute after drinking the philter, instead of rolling dice, you can use the highest number possible for each die.

Blade Oil. Choose a type of creature: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select one race of humanoids (such as gnolls or orcs). You can use the oil to coat one slashing or piercing weapon or up to three pieces of ammunition. A creature of the chosen creature type takes 1d4 additional weapon damage when hit by the weapon. Once applied, the poison retains potency for 1 hour before drying.

This damage increases to 1d8 at 11th level in this class.

BOMBS

All bombs can be thrown at an area within 30 feet where it will detonate, affecting all creatures within 10 feet.

Dancing Star. A flammable concoction that spreads sticky fire. Each creature in the area must succeed on a Dexterity saving throw or be coated with sticky fire. A coated creature takes 2d4 fire damage at the start of each of it turns. A creature can use its action to remove the fire.

This damage increases by 2d4 at 5th, 11th and 17th level in this class.

Devil's Puffball. This bomb releases a burst of poisonous gas that spreads around corners. Each creature in the area must succeed on a Constitution saving throw take 1d12 poison damage and be poisoned until the end of your next turn. On a successful saving throw it takes half as much damage and suffers no adverse effects.

This damage increases by 1d12 at 5th, 11th and 17th level in this class.

Dimeritium Bomb. This bomb releases a cloud of dimeritium slivers, which last for 1 minute. When a creature starts its turn in the area, or enters the area for the first time on its turn, it must make a Constitution saving throw. On a failed save, it can´t cast spells until the start of its next turn.

Dragons´s Dream. This bomb releases a cloud of flammable gas that spreads around corners. It lasts for 1 minute or until a wind of at least 10 miles per hour disperses it. If a spark or fire (such as igni) appears in the area while the cloud persists, it ignites with a blast of ghost-like fire. Each creature in the area must make a Dexterity saving throw, taking 2d6 fire damage and 1d6 force damage on a failed save or half as much on a successful one.

The fire damage increases by 2d6 and the force damage increases by 1d6 at 5th, 11th and 17th level in this class

Grapeshot. A compact bomb that sprays shrapnel. Each creature in the area must make a Dexterity saving throw, taking 2d10 piercing damage on a failed save or half as much on a successful one.

This damage increases by 2d10 at 5th, 11th and 17th level in this class.

Moon Dust. A bomb that creates a burst of fine silver slivers. Each creature in the area must succeed on a Constitution saving throw or be unable to benefit from the Shapechanger trait for 1 minute. If a creature that fails the saving throw is transformed, it returns to its true form.

Northern Wind. A bomb that releases a gust of frigid air. Each creature in the area must make a Constitution saving throw, taking 2d8 cold damage and its speed is reduced by 10 feet until the start of your next turn on a failed save. On a successful saving throw it takes half as much damage and suffers no adverse effects.

This damage increases by 2d8 at 5th, 11th and 17th level in this class.

Samum. This bomb creates a burst of blinding light. Each creature in the area must succeed on a Constitution saving throw or take 1d8 radiant damage and be blinded until the end of your next turn. On a successful saving throw it takes half as much damage and suffers no adverse effects.

This damage increases by 1d8 at 5th, 11th and 17th level in this class.

WITCHER SCHOOLS

All witchers are trained in schools, each with its own way of training that defines their students.

SCHOOL OF THE BEAR

Witchers from the school of the bear rely on heavy armor and a forceful fighting style. Rather than evading attacks, they let their armor and powerful build absorb the damage. This allows them to be up-close and personal with their enemy, launching powerful counterattacks. A witcher of the bear school is typically strong, direct and brave.

HEAVY STEEL

When you choose this school at 3rd level, you gain proficiency in heavy armor. Also, you have advantage on saving throws to resist being grappled, knocked prone or moved against your will.

BRUTAL STRIKE

Additionally at 3rd level, you can leverage your strength and make an attack of staggering might. When you hit a creature with a melee attack that uses Strength, you can deal an additional 1d8 weapon damage and the creature must succeed on a Constitution saving throw (DC 8 + your Strength modifier + your proficiency bonus) or be slowed (see sidenote) until the end of your next turn.

You can empower an attack in this way a number of times equal to your Strength modifier, and you regain all expended uses of it when you finish a short rest.

BRACE

Starting at 6th level, you learn how to best steel yourself to absorb incoming blows. You gain proficiency in Strength saving throws.

Also, as a bonus action on your turn, you can grant yourself temporary hit points equal to your Constitution modifier (minimum of 1). You lose any temporary hit points gained from this feature after 1 minute.

METTLE

At 10th level, you can withstand harsh effects, such as a green dragon's poison breath or a blight spell. When you are subjected to an effect that allows you to make a Constitution saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

IMPROVED BRUTAL STRIKE

Starting at 14th level, your strength of arm becomes remarkable. You gain the following benefits:

- The additional damage from Brutal Strike increases to 2d8, and when you use Brutal Strike you can reroll the weapon's damage dice and use either total (the extra damage is weapon damage dice).
- A creature that fails the saving throw against Brutal Strike is now stunned instead of slowed.

SLOWED [CONDITION]

While you are slowed, you experience the following effects:

- You must spend 1 extra foot of movement for every foot you move using your Speed.
- Attack rolls against you have advantage.
- You have disadvantage on Dexterity saving throws.

UNBREAKABLE RESOLVE

At 18th level, your immense willpower allows you to withstand devastating assaults. When you drop to 0 hit points, you don´t fall unconscious. You still make death saving throws as normal though, dying on three failed saves.

Additionally, if you fail a Strength, Constitution or Wisdom saving throw, you can choose to succeed instead. Once you use this feature, you must finish a short or long rest before you can use it again.

Rules reminder - incapacitated

If a creature is paralyzed, petrified, stunned or unconscious, it is also incapacitated.

School of the Cat

Quick and precise, cat witchers use their remarkable agility to its fullest potential in combat. Combined with the variant of the Trial of the Grasses performed on recruits at Cat schools, quelling even more emotions from the mind, it makes for an efficient killer.

Form Over Force

When you choose this school at 3rd level, you gain proficiency in the Acrobatics skill. Your proficiency bonus is doubled for any ability check you make that uses that skill.

Additionally, a weapon without the heavy property gains the finesse property when you wield it.

Deadly Critical

Also at 3rd level, your weapon attacks score a critical hit on a roll of a 19 or 20. This improves to 18-20 at 10th level in this class and again to 17-20 at 18th level.

Also, you can roll one additional weapon damage die when determining the extra damage for a critical hit with a weapon attack. This increases to two additional dice at 10th level and three additional dice at 18th level.

The weapon must have the finesse property to gain these benefits.

Dulled Emotions

Starting at 6th level, your mutations make your emotions unnaturally stable and reliable. You gain proficiency in the Deception and Intimidation skills. Additionally, when you make an ability check with either of those skills you can treat a d20 roll of 9 or lower as a 10.

Ruthless Opportunist

Starting at 10th level, you capitalize on openings in your opponents´ defenses. When a creature falls prone, becomes incapacitated or restrained while within your reach, you can use your reaction to make an attack against it. If that attack roll is made with advantage you can reroll one of the dice once.

Agile Dodge

Starting at 14th level, you can quickly move out of the way of area effects, such as a green dragon's poison breath or a fireball spell. When a spell or other effect would have you make a saving throw due to being in an area of effect, you can use your reaction to move up to half your movement speed, potentially moving you outside the effect's area.

Perfect Strike

Starting at 18th level, you can make an attack of perfect accuracy. When you hit a creature with a weapon attack, and don´t have disadvantage on the attack, you can choose to make that hit a critical hit.

Once you use this feature, you must finish a short or long rest before you can use it again.

School of the Crane

When a ship prepares a voyage through monster infested waters, any captain worth his salt hires a crane witcher for protection.

They excel when battling monsters of the open air and sea, and are famed for facing massive monsters. While all witchers are impressive fighters, crane witchers perform particularly daring feats, leaping through the sky, felling giants or fighting leviathans in the open sea. The nature of the jobs crane witchers perform more often have witnesses, occasionally giving rise to heroic myths and legends.

Hunter of Air and Sea

When you choose this school at 3rd level, you have trained yourself to move and fight at sea. You gain proficiency in Acrobatics, Athletics or Survival. Also, choose one of the following now and again at 10th level:

Climber. You gain a climbing speed equal to your walking speed and when you take falling damage you can reduce the damage by an amount equal to your witcher level, if you are not incapacitated (to a minimum of 0).

Mariner. You gain a swimming speed equal to your walking speed and you can hold your breath for up to 30 minutes.

Fell the Mighty

Creatures of the open air and sea rely on their speed and power to overwhelm unfortunate victims. Also at 3rd level, you learn abilities to counter those strengths. Those abilities require a saving throw to resist their effects. The saving throw DC is calculated as follows:

Fell the Mighty Save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

Once on each of your turns when you hit a creature with a weapon attack, you can use one of the following abilities.

Topple. You try to bring a creature down. The creature must succeed on a Strength saving throw or be knocked prone.

Bleed. You inflict a gruesome bleeding wound. The creature takes necrotic damage equal to one roll of its hit die at the start of each of its turns for each time you´ve wounded it in this way. It can then make a Constitution saving throw, ending all wounds on a success. Constructs and undead are immune to this effect.

Rend Scales. You attempt to damage a creature´s armor. The creature must succeed on a Dexterity saving throw or have its AC reduced by 1, to a minimum of 10 + its Dexterity modifier, until the beginning of your next turn. If the creature has natural armor, you instead reduce its AC by 1d4.

Leviathan Scaler

At 6th level, the minimum size difference for you to attempt to climb onto a larger creature is one size, instead of two. When you climb onto a larger creature, you gain advantage on any ability check or saving throw related to climbing onto or staying on the creature.

Breakneck Acrobat

Also at 6th level, your job requires regular feats of daring acrobatics. Whenever you make a long jump or high jump, you can jump an additional number of feet equal to your Dexterity modifier.

Improved Fell the Mighty

At 10th level, you gain the following upgrades to Fell the Mighty:

Crushing Topple. If the creature hits the ground when it falls prone, it takes 1d8 bludgeoning damage for each size it is above Medium.

Hemorrhaging Bleed. While suffering from the bleeding effect, the creature can´t regain hit points.

Exposing Rend. When the creature´s AC becomes reduced by this effect, you may choose a damage type the creature is resistant to. The creature loses that resistance while its AC is reduced by this effect.

Nimble Escape

You know that to be caught for a single moment by the monsters you face can prove fatal. Starting at 14th level, you can take the Disengage action as a bonus action on your turn, and whenever you are grappled you can use a bonus action to escape from the grapple, even if you are also restrained by the grapple.

Eviscerate

At 18th level, when a creature fails a saving throw against Fell the Mighty, you can make another attack against that creature as a bonus action. This attack can benefit from Fell the Mighty even if you have already used it this turn.

SCHOOL OF THE GRIFFIN

Proud and knowledgeable, witchers of the griffin school have a deeper understanding of magic than most witchers. As such, hand signs are their strongest weapon in combat. They adhere to old codes of honor and knightly chivalry, which grant them respect and high social statuses among both the nobility and the commonfolk.

WELL EDUCATED

When you choose this school at 3rd level, you have spent time studying lore and mingling with higher society. You gain proficiency in two skills of your choice from among: Insight, History, Performance and Persuasion. Additionally, you learn to speak, read and write one language of your choice.

IMPROVED HAND SIGNS

Additionally at 3rd level, your extensive knowledge of the arcane empowers your hand signs. Your total number of sign dice increases by 2, and your hand signs are enhanced:

Aard - Empowered. A Large or smaller creature that fails the saving throw is also knocked prone.

Igni - Fire Brand. Instead of its normal effect, you can heat up a metal melee weapon that you or another willing creature within 5 feet of you is holding to a white-hot glow. For 1 minute, a creature hit with that weapon takes additional fire damage equal to one sign die.

Quen - Resistive Shield. While you have temporary hit points from *Quen*, you also gain a +2 bonus to AC and all saving throws.

Axii - Stagger. Instead of its normal effect, you can attempt to stagger a creature. A creature within 30 feet of you must make a Wisdom saving throw, taking psychic damage equal to one sign die on a failed save, or half as much damage on a successful one. On a failed save, it can´t take a reaction and its speed is halved until the end of its next turn.

Yrden - Arcane Grip. A creature in the circle when it appears must succeed on a Strength saving throw or be restrained by magical force until the end of its next turn.

Heliotrop - Cushioning Barrier. If the attack still hits you, reduce the damage by an amount equal to the roll of the sign die (down to a minimum of 0 damage).

CHIVALRY

Starting at 6th level, whenever you make a Charisma check and don´t knowingly tell a lie to the creatures involved, you can roll a d4 and add the number rolled to the check's total.

POWER SURGE

At 10th level, you can empower the potency of certain hand signs. When you cast *Aard*, *Igni* (standard only), *Quen* or *Axii* (stagger only), you can roll two additional sign dice (you still expend only one).

Once you use this feature, you must finish a short or long rest before you can use it again. When you reach 18th level in this class, you can use it twice between rests.

EXPANDED LORE

Starting at 14th level, you uncover magical lore from either religion, nature or occultism. Choose Cleric, Druid or Warlock when you gain this feature. Whenever you finish a long rest you can choose a spell of 4th level or lower from the spell list of the chosen class to memorize. You can cast that spell once before you have to complete another long rest, and you have to meet all the requirements for casting the spell. Intelligence is your spellcasting modifier for it. If you choose a spell of 1st, 2nd or 3rd level, you can cast it at 4th level. You can only have one spell prepared in this way at a time.

BATTLEMAGE

At 18th level, you can roll an additional sign die when casting *Aard*, *Igni* (standard only), *Quen* or *Axii* (stagger only).

Also, when you take the Attack action on your turn, you can cast a hand sign in place of one of your weapon attacks.

School of the Manticore

Witchers from the School of the Manticore seperate themselves from their fellow witchers by focusing on protection, rather than hunting. Originally settled in areas consisting of vast plains, deserts and savannahs, they trained to meet the demand for caravan and convoy guards. Often seen with a shield and a bandolier of potions round their torso, manticore witchers are elite protecters with the deadly arsenal of a witcher.

Manticore Fighting Styles

If you plan on taking school of the manticore as your subclass, all fighting styles are viable, not just Defense and Versatile Fighting. The 3rd level feature Shield Warrior makes Dual Wielder Fighting possible while using a shield.

Shield Warrior

When you choose this school at 3rd level, you gain proficiency in shields. You can hold a non-weapon object (such as a torch) and perform somatic components with a hand holding a shield, as well as drink potions.

Additionally, you can use a shield as a martial melee weapon, dealing 1d4 bludgeoning damage on a hit. You can use two-weapon fighting with a shield even when the shield or weapon you are wielding aren't light.

Phalanx Tactics

You focus your skill on protecting yourself and those around you. Also at 3rd level, you gain the following benefits:

- You gain the benefit of half cover while wielding a shield. If you move more than half your movement on your turn, you lose this benefit until the start of your next turn.
- When a creature within 5 feet of you is hit by an attack, you can use your reaction to interpose yourself and become the target of the attack, if it hits.

Potion Specialist

At 6th level, whenever you drink a potion from the Alchemy feature, you gain temporary hit points equal to 1d8 + your Intelligence modifier.

Also, when you create Alchemical items after a long rest, you can create one additional item so long as that item is a potion (not greater or superior).

Improved Phalanx Tactics

Strong protective instincts improve your defensive abilities. At 10th level, you gain the following features:

- If you move more than half your movement on your turn, you don´t lose half cover from Phalanx Tactics if you end your movement within 5 feet of an ally.
- When you use your reaction to become the target of an attack with Phalanx Tactics, any subsequent attacks made by that creature for the rest of the turn that would target the creature you protected targets you instead. To be the target of these attacks, you must be within 5 feet of the creature you are protecting.

Selfless Shield

Starting at 14th level, you know how to protect yourself and others from the brunt of the damage from area effects, such as a dragon´s breath weapon or wing attack. When you and any number of friendly creatures within 10 feet of you make a saving throw against the same effect, you can use your reaction to give yourself and those creatures advantage on the saving throw. You can only use this feature if the saving throw is to take half or no damage, and the effect doesn´t spread around corners.

Phalanx Master

When you reach 18th level, you are an unflinching and vigilant defender. When you have half cover from your Phalanx Tactics feature, you can extend that benefit to allies within 10 feet of you.

SCHOOL OF THE VIPER

Viper witchers are feared for their expertise in poison and assassination tactics. In combat they use a fast, dual wielding fighting style, aiming to overwhelm opponents. Unlike witchers from most schools, vipers are known to take contracts on humanoids as well as monsters.

VIPEROUS REPERTOIRE

When you choose this school at 3rd level, you gain proficiency in the poisoner's kit and the Stealth skill. Your proficiency bonus is doubled for any ability check you make that uses Stealth. Also, you can perform somatic components with a hand holding a melee weapon.

STRIKING AMBUSH

Additionally at 3rd level, you strike like a coiled snake. When you roll initiative, you gain the benefits of the Dash and Disengage actions until the end of your first turn in combat.

Also, each time you hit a creature that has not taken a turn in combat yet, is incapacitated or poisoned with a weapon attack, it takes an additional 1d4 damage from the weapon. This damage increases to 1d8 at 10th level in this class.

EXPERT POISONER

Starting at 6th level, you delve deeper into the subtle and deadly art of poisoning. You can conduct an hour-long crafting process to create one dose of a poison worth up to 100 times your witcher level (see DMG p.257). As part of this process, you must spend a number of coins equal to the value of the poison. Creating a poison dose in this way requires you to have a poisoner's kit on your person. Once you craft a poison in this way, you can't do so again until you finish a long rest.

You also gain the following benefits:

- When a creature makes a saving throw against a poison you use, you can choose to apply your Alchemy Save DC instead of the inherent poison DC.
- When you make a damage roll for a poison that deals poison damage, you can choose to instead deal necrotic damage.
- You can apply poison to a weapon or piece of ammunition as a bonus action, instead of an action.

CREEPING DEATH

At 10th level, you have trained yourself to move lightly and unseen. You can take the Hide action as a bonus action on your turn, and you have advantage on Dexterity (Stealth) checks to avoid being heard.

TWIN FANGS

Starting at 14th level, you can attack twice instead of once with your off-hand attack when you engage in two-weapon fighting. If you would add your ability modifier to the damage roll of the first attack, do so for the second as well.

EVIL EYE

At 18th level, one of your eyes mutates and takes on a deep red color, with the pupil narrowing to a small slit, like that of a snake. You gain truesight out to a range of 30 feet.

Also, as an action choose a creature that you can see within 30 feet of you that you subject to terrible mental images. It takes 14d6 psychic damage. If it has less than 100 hit points after taking the damage, it is stunned until the beginning of your next turn.

Once you use this feature, you can't use it again until you finish a long rest.

IVAR EVIL-EYE´S CURSE

The founder and first leader of the Viper school, Ivar Evil-Eye, was subjected to further mutations during his Trial, in a similar fashion to the famous Geralt of Rivia. These mutations resulted in his "Evil Eye", allowing him to see other worlds, but also witnessing the terrors of the Wild Hunt. He dedicated his life, even founded the Viper school with the true purpose of defeating the Hunt. Ultimately though, he had no means of reaching them and was forced to live out his life watching from afar.

SCHOOL OF THE WOLF

Witchers from the school of the wolf are widely respected for their professionalism and efficiency. Although they are versatile and flexible with their tools and skills, wolf witchers excel at close combat, adapting to any foe.

EXPERT HUNTER

At 3rd level, choose one skill from the witcher class skill list that you are proficient with. Your proficiency bonus is doubled for any ability check you make that uses that proficiency.

WARMASTER

Also at 3rd level, you focus on mastering weaponry and controlling the flow of combat, represented by a set of abilities and a pool of warmaster dice.

Warmaster Dice. You have four warmaster dice, which are d6s. You regain all of your expended warmaster dice when you finish a short or long rest. You gain another warmaster die at 6th level and one more at 14th level. Your warmaster dice increase in size as you gain levels in this class, d8 at 10th level and d10 at 18th level.

Using Warmaster Dice. You can expend warmaster dice on the following abilities:

Backswing. When you miss with a melee weapon attack against a creature, you can expend a warmaster die and use your reaction to make another attack against that creature. If it hits, you deal additional damage equal to one warmaster die.

Preemptive Strike. When a creature hits you with a melee attack you can use your reaction and expend one warmaster die to make a contested melee weapon attack roll. If your roll is higher than the triggering attack, the attack misses and you deal weapon damage to the creature equal to one warmaster die.

Combat Reflexes. When you roll initiative or make a Dexterity saving throw, you can expend a warmaster die and add it to the roll.

INVESTIGATOR

Starting at 6th level, you have advantage on Wisdom (Insight) checks to determine whether a creature is lying, as well as on Intelligence (Investigation) checks to investigate a location where someone was murdered or attacked.

WOLVEN STORM

At 10th level, you gain an additional reaction each round, which can only be used to make an Attack of Opportunity or to use the Preemptive Strike ability. A single effect can only trigger a single reaction.

FOOTWORK

Starting at 14th level, you move nimbly and skillfully in combat, dancing around your foes. Opportunity attacks against you are made with disadvantage and moving through difficult terrain costs you no extra movement.

LEGENDARY WARMASTER

Upon reaching 18th level, you attain the pinnacle of war mastery. Once per turn, you can use a Warmaster ability without expending a warmaster die, using a d6 instead.

EXPANDED POTIONS

This section includes an extensive list of potions you can include under Alchemical Items you can learn as part of Alchemy. All potions presented here have a duration of 1 minute, unless stated otherwise. Some have a minimum level prerequisite stated in parenthesis.

Couatl Decoction. When you cast a hand sign, you gain temporary hit points equal to 1d8 + your Intelligence modifier.

The temporary hit points increase by 1d8 when you reach 11th level in this class.

Arachnid Decoction. Grants increased flexibility to dodge attacks, but bulky armor reduces the benefit. Bludgeoning, piercing and slashing damage you take from nonmagical attacks is reduced based on your armor: heavy armor (1), medium armor (2), light armor (3) or no armor (4).

Black Blood. A potion that turns your blood acidic, and is especially effective against vampires. Whenever a creature deals slashing or piercing damage to you while within 5 feet of you, it takes 1d6 acid damage. If that attack was a bite attack, the creature takes double the damage and can´t regain hit points from the attack.

This damage increases to 2d6 at 11th level in this class.

Gorgon Decoction. You have advantage on saving throws to resist being stunned, paralyzed or petrified.

Nightmare Decoction (5th level). For 1 hour, you can see invisible creatures, as well as objects and creatures in the ethereal plane (which appear ghostly and translucent).

Scorpion. When you score a critical hit with a weapon attack, you gain a bonus to that weapon's damage roll equal to your witcher level.

Yugoloth Decoction. When you make an attack roll, the next hand sign you cast until the end of your next turn that deals damage deals an additional 1d6 damage. When you cast a hand sign, the next time you hit a creature with a weapon attack until the end of your next turn, it takes an additional 1d6 damage.

This damage increases to 1d12 at 11th level in this class.

Full Moon. Your current and maximum hit points increase by an amount equal to your witcher level for 1 hour. When the effect ends, any hit points you have above your hit point maximum become temporary hit points.

Wight Decoction. A rotten-smelling potion that lets you feed on death. When a creature within 5 feet of you is reduced to 0 hit points, you gain temporary hit points equal to 1d6 + your Intelligence modifier (minimum of 1 temporary hit point).

The temporary hit points increase by 1d6 when you reach 11th level in this class.

Golden Oriole (9th level). For 1 hour, you gain immunity to poison damage, disease and the poisoned condition.

Killer Whale. For 1 hour, you can breathe underwater and swimming doesn´t cost you extra movement.

Wraith Decoction (9th level). You gain immunity to the frightened and charmed conditions, and you have advantage on saving throws against enchantment spells.

Endurance Draught. For 1 hour you can ignore the effects of your 2 highest level of exhaustion, dying at 8 levels, instead of 6.

Berserker Brew. When you drink this potion, and at the start of each of your turns, you gain a cummulative +1 bonus to your melee damage rolls, to a maximum of your proficiency bonus. The bonus is reset if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then.

Troll Decoction. At the start of each of your turns you gain a number of temporary hit points equal to your Intelligence modifier, unless you took fire or acid damage during the last round.

Bugbear Decoction. So long as you are at maximum hit points, you can add 1d6 to your weapon damage rolls.

This damage increases to 2d6 at 11th level in this class.

Subclass Quick Builds

Bear

Fighting Style	Defense, Versatile Fighting
Hand Signs	Aard, Heliotrop
Alchemical Items	earth elemental decoction, white raffard, full moon, berserker brew
Feats	Crusher, Durable, Great Weapon Master, Heavy Armor Master, Tough
Background	City Watch, Mercenary Veteran

Cat

Fighting Style	Arbalist, Versatile Fighting
Hand Signs	Aard, Axii
Alchemical Items	maribor forest, thunderbolt, blade oil, arachnid decoction, scorpion
Feats	Defensive Duelist, Elven Accuracy, Mobile, Piercer, Slasher
Background	Criminal, Urchin

Crane

Fighting Style	Arbalist, Defense, Versatile Fighting
Hand Signs	Quen, Heliotrop
Alchemical Items	earth elemental decoction, thunderbolt, gorgon decoction, troll decoction
Feats	Mobile, Slasher, Tough
Background	Marine, Sailor

Griffin

Fighting Style	Defense, Versatile Fighting
Hand Signs	any
Alchemical Items	petri´s philter, couatl decoction, yugoloth decoction
Feats	Magic Initiate, Observant, Skill Expert
Background	Noble, Sage

Manticore

Fighting Style	Defense, Dual Wielder Fighting
Hand Signs	Quen, Heliotrop, Yrden
Alchemical Items	maribor forest, earth elemental decoction, white raffard, full moon
Feats	Alert, Observant, Sentinel, Shield Master, Tough
Background	Far Traveler, Folk Hero

Viper

Fighting Style	Dual Wielder Fighting
Hand Signs	Igni, Axii
Alchemical Items	thunderbolt, blade oil, bugbear decoction
Feats	Dual Wielder, Medium Armor Master, Mobile
Background	Smuggler, Urban Bounty Hunter

Wolf

Fighting Style	Versatile Fighting
Hand Signs	Igni, Quen
Alchemical Items	thunderbolt, white raffard, full moon, troll decoction
Feats	Athlete, Mobile, Slasher
Background	City Watch (Investigator), Soldier

CREDITS

Version 2.0 - Created by /u/johnares93

Images, in order of appearance:

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